**DISTANCE SCOUTING PROGRAMME 6**

**“THE SPIRIT OF KONTIKI – A STATUE HELPS OUT”**

**(24 APRIL 2020)**

**Developed by: 1st BEDFORDVIEW SCOUT TROOP,** DISA ROAD, BEDFORDVIEW PO BOX 16117 DOWERGLEN. <http://www.1stbedfordviewscouts.co.za> [Facebook](https://www.facebook.com/groups/52684287286)

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| **You have until** *'insert date to be completed here'* **to complete this programme.. Follow the instructions carefully and you will be marked “present” for the programme, earn points for your Patrol and hopefully compete some advancement and prepare for upcoming programmes and camps. More importantly, HAVE FUN!!!** |

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| **Equipment required for programme:**   * A cellphone with internet access and WhatsApp access to your patrol WhatsApp Group * Paper and a writing implement * Flour, oil, salt, water (herbs and garlic optional) * Your personal journal |

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| **The PL should, as always, designate who is doing what and, if nobody is doing an item (such as posting a training video) do this item so that the patrol can complete the programme.** |

You finally managed to break the witch’s spell last week. Instead of finding yourself back home though, you find yourself on a beautiful tropical isle in the middle of nowhere.

At the suggestion of one of your patrol members you have decided to build a raft along the lines of the original “Kon-Tiki” to escape the island and focussed on navigation skills so you could find your way home once you have built your raft. Some of your patrol members even managed to build a compass!

Unlike rafts at Kontiki competitions the original Kon-Tiki was made of natural materials using traditional methods, so you will hopefully be able to build a raft using what you find on the island.

Your scouting friends from around the world also managed to use your cellphone signal to give you clues as to your physical location. From the clues you worked out the following:

* Clue 1 put you east of New York City, cutting out most of North America.
* Clue 2 put you south of Istanbul, cutting out a large portion of Europe and Asia.
* Clue 3 put you west of Tokyo. This cuts out the far east of Asia and Australia and most of the smaller countries of Oceania.
* Clue 4 really narrowed things down to a narrow band around the equator. This puts you either in Africa, southern Asia / the Indonesian archipelago, a small section of South America and some small islands.
* Clue 5 puts you in a Muslim majority country. That eliminates all of South America and most of Africa (Nigeria and Somalia are Muslim-majority in the 5 degree band countries not eliminated). In Asia you are left with countries like Indonesia, Brunei, Malaysia and the Maldives.
* Clue 6 tells you that the nearest neighbouring country is located entirely on islands, one larger island and several smaller islands. This eliminates the African countries. In terms of the Asian ones, the Maldive’s nearest neighbour is Sri Lanka, which fits the bill. You can’t be in Brunei because your nearest neighbour (Malaysia) has territory on mainland Asia. Malaysia is an option as Brunei (one of its nearest neighbours) fits the bill, as is Indonesia (both East Timor and Singapore fit the bill).
* Clue 7 puts you close to the Java Sea. This eliminates the Maldives and makes Malaysia doubtful, Indonesia is probable because it surrounds the Java Sea.
* Clue 8 puts you in between Borneo and Sumatra, the last places on earth you will find orangutans. Both are huge and you should have heard of both of them. This puts you in Indonesia.
* Clue 9 cuts off northern Borneo and Sumatra and the islands in-between.
* Clue 10 you need to hunt the groups of Islands between Sumatra and Borneo. The clue of a “double letter” puts you in the Lingga Islands (named after Lingga Island), just off the coast of Sumatra.
* Clue 11 puts you north of Lingga Island itself.
* Clue 12 means you need to look for two islands north of Lingga beginning with a “B” and an “S”. Bakung and Sebangka Islands fit the bill, and there are a series of small, unnamed islets between the two. You are on one of those islands between Bakung and Sebangka.

Now that you know where you are but not “when” you are let’s see if we can get off this island!

**INSPECTION:**

You gather your meagre belongings about you in anticipation of leaving the island and realise that you haven’t been taking good care of your valuable possessions. Your shoes are in a particularly bad state and won’t last unless you take care of them.

Polish your school shoes in anticipation of a return to normality and post a photo on your patrol group. If you don’t have shoes that need polishing, polish someone else’s shoes from your home instead.

Bonus points will be awarded if you can bring your shoes to a military shine! This involves fire (who knew it) and you can use polish instead of bee’s wax. There are plenty of videos online showing you how to do this.

**GAME:**

You start looking for materials to build your raft when you come across an ancient statue of Buddha. You rub its tummy for luck and suddenly the statue’s eyes open and it speaks.

“Well met, stranger. I can aid you in your quest to leave the island.

In order to get my help, solve my riddle. I am a nurseryman who is planting trees in the Sacred Grove of Arpur. I have ten saplings that need planting. I need to plant them in such a manner that there are five distinct rows, with four trees in each row. You may only use the ten seedlings. Show me how to plant the saplings.”

See if you can solve the riddle! Post your best guess on the group when you are done. If you get the answer, maybe check if anyone in your patrol is taking part first in case you spoil their fun.

**A MAP TO FREEDOM?**

After you solve his riddle the Buddha statue offers to help you in two ways.

“Lost in time, but not in place? To guide you to your own time I need to know where to send you. Use the art of cartography to map me a way to your home. Make me a map of your home and I can take you to that time.

You will require a raft to leave this place. This Isle is small, with few resources. I can open a temporary portal to a favourite strolling spot of yours which will last at most a weekend, but you can use it to bring back resources.”

The Buddha is difficult to understand! You think that he is offering to move you to your own time if you can make a map of your home. He also seems to be offering to transport you to a place you like walking for a limited period of time. You will be able to gather resources there to build your raft, he is right, there is very little on the island. You will need to plan the trip carefully though.

**If you have not yet finished the “Adventure” Theme from the Traveller Badge** draw a simple map, using traditional mapping symbols, to show the area around your home, school or scout meeting place for at least a 1 km radius. The map should include at least 5 points of interest to help the statue work out where and when you are from.

**This covers item 1ii of the “Adventure” Theme of the Traveller Badge.**

**This covers part of item 1i of the “Adventure” Theme of the Discoverer Badge. To pass the item you will need to actually run the hike once lockdown ends, but for now you will have done most of the planning required. If you are not sure if your journey will meet the standard, ask your scouter or PL.**

**If you have completed the “Adventure” Theme from the Traveller Badge but have not finished the “Adventure” Theme from your Discover Badge**, plan a day hike for your patrol of at least 10km. The trip should be somewhere that you enjoy walking in or that you would enjoy walking in. It could be a hiking trail, to visit another hall, to go somewhere interesting or unusual or could even use other forms of “physical transport”, such as canoes or horses. Your planning should include a rough budget, a draft letter to the parents, a route plan, kit list and first aid list and plan on how you intend to get to the venue. Email the planning to your PL or scouter for them to check and post a rough summary of your planning on your patrol group.

**If you have completed the “Adventure” Theme from the Discover Badge** plan an overnight trip of at least 20km and two days for your patrol. The trip should be somewhere that you enjoy walking in or that you would enjoy walking in. It could be a hiking trail, to go somewhere interesting or unusual and could include other “physical” forms of transport like horse-riding or canoeing. Your planning will be of a much higher standard than for your discoverer and will include plotting your route on a 1:50 000 map, including escape routes, planning of all elements of the patrol including a risk assessment, patrol and individual equipment lists, letter to parents, transport planning, budget etc etc. Email your planning to your scouter for marking and post a summary of where you want to hike (maybe a “teaser advert”) on your patrol group.

**This covers part of item 2i of the “Adventure” Theme for the First Class Badge. To pass the item you will need to actually run the hike once lockdown ends, but for now you will have done most of the planning required. If you are not sure if your journey will meet the standard, ask your scouter.**

**REWARD FOR THE WEARY:**

That was hard work, hopefully the statue will keep to his word and help you out! In the interim, you are famished! Make you and your family a focaccia bread (no yeast or oven required) and post a picture of you enjoying it:

Ingredients:

3 cups of ordinary flour

3 tablespoons of oil

1 teaspoon of salt

1 cup of water

Mixed herbs

Crushed garlic

Mix all the ingredients (add herbs and garlic to taste or leave them out if you want!) to make a dough that does not stick to your hands. Add a little bit of flour if it is too sticky. Roll the dough out very thin (2 – 3 mm) and cut to make smaller focaccias that will fit in a frying pan. The thinner the better.

Fry the focaccia in hot oil in the frying pan (flip regularly, can burn easily). When the dough changes colour it is cooked. Serve hot with butter.

ENJOY!

**HOME AGAIN:**

**This covers part of Item 1ii of the Leadership Theme from your First Class Badge. You need to maintain the blog for a term to pass this item.**

Best keep your family up to date with your latest adventures!

**If you have completed your “Leadership” Theme from your Discoverer** upload the latest photos etc onto your patrol blog. If your blog is not up and running yet, get it going! If you can’t do a blog, set up an Instagram page or something similar **If nobody needs to complete this item the PL should set up the blog.**

**If you are not running the blog** update your Personal Log. Maybe add some of the photos of what you are doing.

**This covers part of Item 1i of the Personal Development Theme from the Traveller Badge. You need at least five entries to pass the item.**

**ANNOUNCEMENTS**

This Distance Scouting Programme is an experiment. We would appreciate constructive feedback on the programme. Please send this to [andrew.campbell@scouts.org.za](mailto:andrew.campbell@scouts.org.za).

**TROOP DISMISSED!**